

Ardyl Loralin

Home: Iadara, Kyonin

Ancestry: Elf

Background: The youngest in a family of wealthy museum curators, Ardyl Loralin embraced her family's legacy, devoting all her time reading about different cultures and regions all across Golarion. This childlike curiosity and passion led her to join the Pathfinder Society, believing that the Society could help her discover the rarest and most unusual treasures the world has ever known. A devout adherent of Findeladlara, the elven goddess of art, Ardyl seeks out ever more glorious finds. Through her adventures, she has developed keen scouting senses and a sure shot with the bow, and despite her somewhat spoiled attitude, she is not one to be underestimated.

Bryrigar Hassen

Home: Tymon

Ancestry: Half-orc

Background: Bryrigar Hassen was raised by the arena, becoming a powerful gladiator at a young age in his birth city-state of Tymon, striking fear into the hearts of foes with his rage and his mighty punches. Yet his interest in the arena waned, as few could muster even the most minimal challenge for him. This did not go unnoticed, and eventually Bryrigar was recruited by the secret Pathfinder Society lodge in Tymon. Bryrigar now journeys across Golarion looking for ever more glorious challenges, in accordance with his Gorumite values.

Clement Marten

Home: Oppara, Taldor

Ancestry: Human

Background: A minor noble from Taldor, Clement Marten grew up in the shadow of the higher-ranked nobility that control Taldor. Wanting to escape the stagnation and lack of social mobility, Clement joined the Pathfinder Society to explore the world and experience all it has to offer. Always over the top, Clement is known to appreciate the finery associated with the Taldan party scene, dressing in the finest clothing and enjoying the most decadent food and drink every town has to offer. Having taken dueling classes as a youth, Clement employs his rapier with a deft and sure hand.

Dargim Margrenstrom

Home: Highhelm, Five Kings Mountains

Ancestry: Dwarf

Background: Eking out a threadbare existence in Highhelm was not how Dargim Margenstrom thought his life would go. He found a new opportunity to use his adept command over alchemy and the forge with the Pathfinder Society, and he now fights foes with alchemical fire and frost vial alike, creates sturdy and sharp weaponry, and enjoys pints of ale with the eclectic folk he meet on adventures. Although he rarely returns home, he carries it with him in the form of a warhammer stylized to appear as that of the Father of Creation, Torag.

Gibb Potsmasher

Home: Absalom

Ancestry: Goblin

Background: Formerly a mischievous orphan terrorizing the streets of the Puddles district in Absalom with her pyrotechnic prowess, Gibb has become somewhat respectable as a wizard in the Pathfinder Society. Taken in by priests of a temple of Sarenrae in Absalom, Gibb learned that even she could be forgiven for her transgressions and vowed to use her talents for good. On recommendations from the church, Gibb joined the Pathfinder Society, where she is known as a rambunctious yet highly skilled wizard in her own right.

Kailli Thimbleberry

Home: Absalom

Ancestry: Gnome

Background: Regarded as unfocused and undisciplined in school, the rambunctious Kailli Thimbleberry found herself in music, donning loud outfits and putting on jaunty fiddle performances to the delight and annoyance of visitors to the Merchant's Quarter in Absalom. Wanting to discover stages the world around, Kailli took up with the Pathfinder Society in the hopes of gaining troves of adoring fans. She enjoys visiting large cities, particularly urban centers in which her deity Shelyn is worshipped, where she can aim to impress even the most discerning listeners.

Larraz Virtanne

Home: Katapesh, Katapesh

Ancestry: Half-orc

Background: Despite his parents' best efforts, Larraz Virtanne had no intention of pursuing secondary education, preferring to further his connection with animals and practice his druidic magic. Shortly after his graduation from a small private academy in Katapesh, Larraz joined the Pathfinder Society, eager to adventure the world and see what wonders nature had to offer. An adherent of the Wind and the Waves, Larraz honors Gozreh by traveling with a horse partner, Desert Wind, and wearing a tattoo of a dripping leaf, the religious symbol of the faith.

Osprey Pierces the Tide

Home: Urglin, Varisia

Ancestry: Human

Background: The warrior-diplomat Osprey Pierces the Tide of the Shriikirri-Quah was tasked to facilitate relations with the orcs of Urglin. When necessary, Osprey Pierces the Tide's fists become mighty weapons, and orcs who have seen his combat prowess certainly factor that into negotiations. Osprey Pierces the Tide joined the Pathfinder Society in hopes of furthering diplomatic relations between the Shoanti and the rest of the Inner Sea region. Osprey Pierces the Tide prefers to live modestly and travel lightly, preferring freedom from material triviality.

Raelyn Mumblewort

Home: Yanmass, Taldor

Ancestry: Halfling

Background: Playing the trade routes of Yanmass can be competitive indeed, and the self-made Raelyn Mumblewort dealt with the best of them. She dreamed of exploring the world in search of all manner of finery and strange trinkets, and the Pathfinder Society was just the group to throw her lot in with. Sporting a religious symbol in the shape of a key, Raelyn calls upon her deity Abadar to guide her business dealings and bless her spells when she is required to fight.

Zinno Dark Hook

Home: Absalom

Ancestry: Goblin

Background: The brash former Captain Zinno Dark Hook was captured in an ill-fated attempt to commandeer a slaver ship, after which they were shipped to Misery Row in Absalom. After escaping in a fortuitous moment, Zinno found the Grand Lodge, where they set about finding a new crew for their pirate adventures. Zinno has found a love for land-based adventuring, but they still sport their signature eye patch and wooden boot, and they honor Besmara the Pirate Queen by carrying a ragged skull-and-crossbones pennant. In combat, Zinno prefers to rely on tricks, diverting foes' attention and making sneaky strikes with their dogslicer.